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L5	144	user with position$4 with virtual with sensor	US-PGPUB; USPAT	OR	ON	2005/07/27 15:43
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L9	12	L8 and (preview$4 with image)	US-PGPUB; USPAT	OR	ON	2005/07/27 15:43
L10	267	view$4 with cross$hair	US-PGPUB; USPAT	OR	ON	2005/07/27 15:43
L11	348	display$4 with cross$hair	US-PGPUB; USPAT	OR	ON	2005/07/27 15:43
L12	546	10 or 11	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L13	69	10 and 11	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L14	8	13 and (visual with cross$hair)	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L15	48	12 and (visual with cross$hair)	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L16	40	15 not 14	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L17	104	mouse with cross$hair	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L18	20	mouse with cross$hair with (view$4 or display$4)	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L19	1	18 and 16	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
L20	2	18 and 15	US-PGPUB; USPAT	OR	ON	2005/07/27 15:44
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1 Virtual reality for palmtop computers
George W. Fitzmaurice, Shumin Zhai, Mark H. Chignell
July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available: 📄 pdf(2.73 MB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D control and display, palmtop computers, virtual reality

2 Applications: Using XForms to simplify Web programming
Richard Cardone, Danny Soroker, Alpana Tiwari
May 2005 **Proceedings of the 14th international conference on World Wide Web**

Full text available: 📄 pdf(1.03 MB)   Additional Information: full citation, abstract, references, index terms

The difficulty of developing and deploying commercial web applications increases as the number of technologies they use increases and as the interactions between these technologies become more complex. This paper describes a way to avoid this increasing complexity by re-examining the basic requirements of web applications. Our approach is to first separate client concerns from server concerns, and then to reduce the interaction between client and server to its most elemental: parameter passing. ...

Keywords: J2EE, MVC, Web application, XForms, XMLBeans, eclipse, visual builder

3 Transport 2: Reliable bursty convergecast in wireless sensor networks
Hongwei Zhang, Anish Arora, Young-ri Choi, Mohamed G. Gouda
May 2005 **Proceedings of the 6th ACM international symposium on Mobile ad hoc networking and computing**

Full text available: 📄 pdf(637.39 KB)   Additional Information: full citation, abstract, references, index terms

We address the challenges of bursty convergecast in multi-hop wireless sensor networks, where a large burst of packets from different locations needs to be transported reliably and in real-time to a base station. Via experiments on a 49 MICA2 mote sensor network using a realistic traffic trace, we determine the primary issues in bursty convergecast, and accordingly design a protocol, RBC (for Reliable Bursty Convergecast), to address these issues: To improve channel utilization and to reduce ack ...

Keywords: bursty convergecast, contention control, error control, reliable and real-time transport, wireless sensor network

4　Maté: a tiny virtual machine for sensor networks
Philip Levis, David Culler
October 2002 **Proceedings of the 10th international conference on Architectural support for programming languages and operating systems**, Volume 37 , 30 , 36 Issue 10 , 5 , 5
Full text available: pdf(1.22 MB)　　Additional Information: full citation, abstract, references, citings

Composed of tens of thousands of tiny devices with very limited resources ("motes"), sensor networks are subject to novel systems problems and constraints. The large number of motes in a sensor network means that there will often be some failing nodes; networks must be easy to repopulate. Often there is no feasible method to recharge motes, so energy is a precious resource. Once deployed, a network must be reprogrammable although physically unreachable, and this reprogramming can be a significan ...

5　MPEG-4 BIFS streaming of large virtual environments and their animation on the web
Mojtaba Hosseini, Nicolas D. Georganas
February 2002 **Proceeding of the seventh international conference on 3D Web technology**
Full text available: pdf(321.78 KB)　　Additional Information: full citation, abstract, references, index terms, review

Although the Virtual Reality Modeling Language has made viewing 3D content on the web possible, remotely accessing large and complex 3D worlds requires a great deal of bandwidth. In the absence of such bandwidth users will suffer substantial latency in receiving the entire scene before they are able to view and interact with it. Streaming the 3D content and displaying the parts currently available while allowing users to interact with and navigate through the world reduces the time users have to ...

Keywords: BIFS, Java3D, MPEG-4, VRML, animation, streaming, virtual environment

6　Medium access control with coordinated adaptive sleeping for wireless sensor networks
Wei Ye, John Heidemann, Deborah Estrin
June 2004 **IEEE/ACM Transactions on Networking (TON)**, Volume 12 Issue 3
Full text available: pdf(349.53 KB)　　Additional Information: full citation, abstract, references, citings, index terms

This paper proposes S-MAC, a medium access control (MAC) protocol designed for wireless sensor networks. Wireless sensor networks use battery-operated computing and sensing devices. A network of these devices will collaborate for a common application such as environmental monitoring. We expect sensor networks to be deployed in an ad hoc fashion, with nodes remaining largely inactive for long time, but becoming suddenly active when something is detected. These characteristics of sensor networks a ...

Keywords: energy efficiency, medium access control (MAC), sensor network, wireless network

7　Interaction: Interactive content for presentations in virtual reality
A. L. Fuhrmann, Jan Prikryl, Robert F. Tobler, Werner Purgathofer
November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(1.54 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we develop concepts for presenting interactive content in form of a slideshow in a virtual environment, similar to conventional desktop presentation software. We demonstrate how traditional content like text and images can be integrated into 3D models and embedded applications to form a seamless presentation combining the advantages of traditional presentation methods with 3D interaction techniques and different 3D output devices. We demonstrate how different combinations of outpu ...

Keywords: augmented reality, content representation, embedded applications, presentation, virtual reality

8 Realization of a Virtual Lambda Sensor on a Fixed Precision System

P. Amato, N. Cesario, M. Di Meglio, F. Pirozzi

March 2005 **Proceedings of the conference on Design, Automation and Test in Europe - Volume 3**

Full text available: pdf(444.68 KB)   Additional Information: full citation, abstract

The aim of this work is to study the implementation feasibility of a VLS (Virtual Lambda Sensor) by a TSK (Takagi, Sugeno, Kang) singleton FIS (Fuzzy Inference System). Such a sensor could be used in a model based EMS (Engine Management System) for trade gasoline engines. FIS design target is to obtain a system with a fixed data representation (i.e. 10 bit)and a limited number of inputs, outputs, rules and membership.

9 Dissertation Abstracts in Computer Graphics

January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Full text available: pdf(2.53 MB)   Additional Information: full citation

10 Interaction: Adaptive interaction in Web3D virtual worlds

Augusto Celentano, Michele Nodari

April 2004 **Proceedings of the ninth international conference on 3D Web technology**

Full text available: pdf(395.75 KB)   Additional Information: full citation, abstract, references

In recent years a number of techniques have been studied for augmenting the ease of use of 3D worlds: methodologies for adapting both navigation and content allow a user to interact with a customized 3D world; adaptable navigation paradigms offer parallel modalities for different classes of users. In both cases the goal is to reduce the cognitive load needed for interaction.This work focuses on interaction adaptivity, trying to anticipate the user behaviors by monitoring their interaction patter ...

Keywords: 3D worlds, VRML, adaptivity, agents, interaction

11 Dynamic generation of personalized VRML content: a general approach and its application to 3D e-commerce

Luca Chittaro, Roberto Ranon

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available: pdf(525.06 KB)   Additional Information: full citation, abstract, references, citings, index terms

The capability of (semi)automatically adapting the content, structure, and/or presentation of a Web site to address the interests and preferences of each individual user is more and more considered as a key factor to increase user satisfaction and building customer loyalty.

However, while a large body of literature is available about making traditional Web sites adaptive, it is surprising that no research effort has been yet devoted to the problem of adapting Web3D content and presentation. This ...

Keywords: VRML, adaptive interfaces, e-commerce, web architectures

12 Augmented reality / 3D modeling: A framework for the structured design of VR/AR content
C. Geiger, V. Paelke, C. Reimann, W. Rosenbach
October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: 📄 pdf(2.14 MB)   Additional Information: full citation, abstract, references, citings

We describe a framework that allows to easily design and implement virtual and augmented reality worlds. Based on a structured design approach for interactive animated·3D conten we want to supply designers and content experts of complex virtual environments with a component based to olset for the structured design of the visual and abstract components of 3D applications.

Keywords: Design Framework, Interactive 3D Animation, Virtual and Augmented Reality

13 Populating the Internet: supporting multiple users and shared applications with VRML
Wolfgang Broll
February 1997 **Proceedings of the second symposium on Virtual reality modeling language**
Full text available: 📄 pdf(1.04 MB)   Additional Information: full citation, references, citings, index terms

Keywords: multicasting, multiuser environments, subdivision of shared virtual worlds, virtual reality modeling language (VRML)

14 Tools: DART: a toolkit for rapid design exploration of augmented reality experiences
Blair MacIntyre, Maribeth Gandy, Steven Dow, Jay David Bolter
October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology**
Full text available: 📄 pdf(2.94 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we describe The Designer's Augmented Reality Toolkit (DART). DART is built on top of Macromedia Director, a widely used multimedia development environment. We summarize the most significant problems faced by designers working with AR in the real world, and discuss how DART addresses them. Most of DART is implemented in an interpreted scripting language, and can be modified by designers to suit their needs. Our work focuses on supporting early design activities, especially a rap ...

Keywords: animatics, augmented reality, capture/replay, design environments, mixed reality, storyboards

15 People, places, things: web presence for the real world
Tim Kindberg, John Barton, Jeff Morgan, Gene Becker, Debbie Caswell, Philippe Debaty, Gita Gopal, Marcos Frid, Venky Krishnan, Howard Morris, John Schettino, Bill Serra, Mirjana Spasojevic
October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Full text available: pdf(248.58 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

The convergence of Web technology, wireless networks, and portable client devices provides new design opportunities for computer/communications systems. In the HP Labs' "Cooltown" project we have been exploring these opportunities through an infrastructure to support "web presence" for people, places and things. We put web servers into things like printers and put information into web servers about things like artwork; we group physically related things into places embodied in web servers. Using ...

Keywords: location-aware computing, nomadic computing, physical-virtual linkage, ubiquitous computing, world wide web

16 Hip, hype and hope—the three faces of virtual worlds (panel session)

Bob Jacobson, John Barlow, Esther Dyson, Timothy Leary, William Bricken, Warren Robinett, Jaron Lanier
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Full text available: pdf(5.03 MB)   Additional Information: <u>full citation</u>, <u>index terms</u>

17 Location-awareness and interworking: Proximity services supporting network virtual memory in mobile devices

Emanuele Lattanzi, Andrea Acquaviva, Alessandro Bogliolo
October 2004 **Proceedings of the 2nd ACM international workshop on Wireless mobile applications and services on WLAN hotspots**

Full text available: pdf(192.89 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Wireless networked embedded terminals like personal digital assistants, cell-phones or sensor nodes are typically memory constrained devices. This limitation prevents the development of applications that require a large amount of run-time memory space. In a wired cum wireless scenario, a potentially unlimited amount of virtual memory can be found on remote servers installed on the wired network. However, virtual memory access requires performance constrained and lossless data flows against te ...

Keywords: mobility management, network swapping, proximity service, wireless networks

18 Inhabited television: broadcasting interaction from within collaborative virtual environments

December 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 4

Full text available: pdf(708.21 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Inhabited television combines collaborative virtual environments (CVEs) with broadcast television so that on-line audiences can participate in television shows within shared virtual worlds. We describe a series of experiments with inhabited television, beginning with the NOWninety6 poetry performance, The Mirror, and Heaven & Hell—Live. These early experiments raised fundamental questions for inhabited television concerning the extent to which it is possible to establish fast-pace ...

Keywords: computer-supported cooperative work, entertainment, media spaces, social interaction

19 <u>Augmenting the virtual domain with physical and social elements: towards a paradigm shift in computer entertainment technology</u>
Carsten Magerkurth, Timo Engelke, Maral Memisoglu
September 2004 **Proceedings of the 2004 ACM SIGCHI International Conference on Advances in computer entertainment technology ACE '04**
Full text available: <u>pdf(4.37 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper, means of enriching computer entertainment experiences by emphasizing physical and social game elements are discussed. A conceptual framework in which the relations between the virtual, the physical, and the social domains are modelled is presented. Interfaces that mediate between the domains are discussed along with a complementary software architecture that helps developing hybrid computer games. Finally, sample games that follow the approach of physical and social augmentation a ...

Keywords: computer games, entertainment, hybrid environments, tabletop games, tangible interfaces

20 <u>Systems, platforms, and applications: MANTIS: system support for multimodAl NeTworks of in-situ sensors</u>
H. Abrach, S. Bhatti, J. Carlson, H. Dai, J. Rose, A. Sheth, B. Shucker, J. Deng, R. Han
September 2003 **Proceedings of the 2nd ACM international conference on Wireless sensor networks and applications**
Full text available: <u>pdf(424.53 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

The *MANTIS MultimodAl* system for *NeTworks* of In-situ wireless Sensors provides a new multithreaded embedded operating system integrated with a general-purpose single-board hardware platform to enable flexible and rapid prototyping of wireless sensor networks. The key design goals of MANTIS are ease of use, i.e. a small learning curve that encourages novice programmers to rapidly prototype novel sensor networking applications in software and hardware, as well as flexibility, ...

Keywords: GPS, dynamic reprogramming, lightweight, multimodal prototyping, operating systems, wireless sensor networks

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